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Game: **STRONGHOLD 2ND EDITION**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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STRONGHOLD

SETUP

One player is the **defender** and the other is the **invader**. The defender sits behind the **stronghold**.

Invader Setup

Place all of your **units** in the bag. Place the *Phase 1* and *Phase 6* **Action cards** faceup on the table, then shuffle each set of *Phase 2, 3, 4* and *5* cards separately and randomly draw 3 cards from each set. Place all the *Phase 2* and *3* cards, along with the *Phase 1* and *6* cards, in a line in ascending numerical order (*Phase 1* at the far left and *Phase 6* at the far right). You may place multiple cards with the same number in any order.

Place the drawn *Phase 4* and *5* cards facedown in an **Action card supply** (these are open information) and remove all unused Action cards from the game.

Place 1 white, 3 green and 1 red units on each **foreground** space. Place 1 white and 1 green unit on the **marauders** space.

Shuffle the **Objective cards**, draw 3, choose 2 of them and place them faceup near you. Remove unused cards from the game.

Take 5 **wood tokens** into your supply and place the remaining ones aside to form a **wood supply pile**.

Place the **Machine Hit** and **Miss** cards near the board.

Defender Setup

Place the appropriate units on each **wall section**: each space with a colored mark receives 1 unit of the corresponding type. Also place 2 **wall** components on each wall section.

Place the **building tiles** in the stronghold in any arrangement you like (be sure not to cover important spaces on the wall sections).

Place 1 **marksman** in the *Guard House*. Place 3 marksmen, 1 soldier and 1 veteran in the *Barracks*. All remaining units are placed next to the board.

Place the **heroes** on the appropriate wall sections. Place the **Heroic Order tiles** next to the board.

Shuffle the **Defense Plan cards**, draw 3, then choose 2 of them and place them facedown near you. Remove the unused cards from the game.

Place the **Defender Hit cards** in a pile near the board.

The defender takes 4 **hourglasses** to use after the first invader action of the first round. Place the remaining hourglass tokens next to the board.

Place the **round token** on the first space of the round track. Place the remaining markers and tokens near the board.

At the start of every round the defender receives 2 hourglasses to use after the first invader action. Therefore the defender starts the game with 6 hourglasses.

THE INVADER

Your goal is to **breach at least 1 wall section before the end of the seventh round**.

■ **Goblin** (Strength 1) ■ **Orc** (Strength 2) ■ **Troll** (Strength 3)

ACTIONS

The Action cards define your available abilities and must be resolved from left to right in ascending order. You may perform all, some, or none of these actions, but you must have the required amount of **resources** (units and wood) available in your supply to pay for every action used. Place these resources on the Action card to mark that it has been used.

If you do not have enough resources available to pay for an action, you cannot take that action. Units already on the board may not be used to pay for actions.

Each action may only be performed once per round and only in order from left to right. Once an action has been used or skipped over, you cannot perform that action again this round.

The defender receives 1 hourglass for every unit you spend. If an hourglass is shown in the cost, this is an *additional* requirement to pay the defender that number of hourglasses.

After you perform an action, the defender must spend all the hourglasses in his supply (if any). After the defender spends all his hourglasses, you proceed with your next action.

The game continues back and forth in this manner through all 9 Action cards, and then the **assault** commences. After the seventh round, the game ends.

OBJECTIVES

Each Objective has a goal and a benefit; when the goal is met, you must resolve the benefit.

Blood Magic, *Not A Single Stone*, and *Devoted Warlocks* remain in play once they are fulfilled. All other objectives are discarded.

INVADER ACTIONS

PHASE 1: SUPPLIES

Briefing Randomly draw **14 units** from the bag and place them in your supply. Add to them **5 wood** from the wood supply pile.

Then, at a one-off cost of 1 hourglass, you may exchange any number of Action Phase cards with those available in your supply. *Phase 1* and *6* cards may never be exchanged. Cards of the same Phase number may be rearranged by taking this action.

During the first round, you may only exchange the *Phase 2* and *3* Action cards with the *Phase 4* and *5* cards that were drawn and make up your supply of Action cards.

Resources You may, at a cost of 1 hourglass:

Discard 1 goblin □ to gain 1 ■ or

Discard 1 orc ■ to gain 2 ■ or

Discard 1 troll ■ to gain 3 ■.

You can acquire up to 8 wood per round (5 for *Briefing* + 3 if a troll is used for *Resources*).

PHASE 2: SIEGE MACHINES

When built, place the corresponding **machine tile** on an appropriate space of your choice.

The *Ballista*, *Catapult*, and *Trebuchet* are **barrage** weapons. When built, shuffle together a Machine card deck of 2 *Hit* and 4 *Miss* cards and place it facedown on the machine tile. You can have a maximum of 4 barrage weapons on the board.

Ballista Location: Rampart. **Effect:** May fire at any wall section connected by paths to this rampart. Kills 1 defender and 1 invader unit on the target wall section.

Catapult Location: Rampart. **Effect:** May fire at any wall section connected by paths to this rampart. Destroys 1 wall component on the chosen wall section. If there are none, destroy a **Cauldron** instead. If there are no Cauldrons, target the **tower** (removing a *Cannon/Pole/Bay Window* placed there).

Mantelet Location: Rampart. **Effect:** Marksmen attacks on this rampart have no effect. Mantelets do not protect units from Cannons and the *Sharpshooter* action.

Siege Tower Location: Foreground. Siege Towers move towards the walls like any other unit. **Effect:** Wall components and Cauldrons are not resolved during a combat where the Siege Tower is present.

Trebuchet Location: Foreground. **Effect:** May fire at any wall section on the same side of the stronghold. Destroys 1 wall component on the chosen wall section. If there are none, destroy a **Cauldron** instead. If there are no Cauldrons, target the **tower** (removing a *Cannon/Pole/Bay Window* placed there).

PHASE 3: EQUIPMENT

Each wall section may hold a maximum of 2 different Equipment tokens, 1 on each given space.

■ **Banner Location:** Wall section.

Effect: +1 melee strength at this wall section.

■ **Bridge Location:** Path with no traps on it.

Effect: The defender may not place traps on this path.

■ **Ladder Location:** Wall section.

Effect: +1 invader unit space at this wall section.

■ **Poison Location:** Wall section.

Effect: If you have at least 1 unit present at this section, 1 marksman at this wall section dies before melee combat.

■ **Sap Location:** Wall section.

Effect: During the Maneuver phase, you may move 1 goblin or 1 orc from your supply to this section.

PHASE 4: TRAINING

Up to 2 different Training tokens may be present at each rampart on the given spaces (this does not apply to the *Artilleryman*, *Trainer* and *Saboteur* trainings; see below).

■ **Artilleryman Effect:** Remove 1 *Miss* card from any Machine card pile and reshuffle. You may train artillerymen for the same siege machine in subsequent rounds.

■ **Quartermaster Location:** Rampart.

Effect: During the Maneuver phase, 1 unit may ignore this rampart and proceed directly to the walls.

■ **Saboteur Location:** Building.

Effect: Actions at this building cost +1 hourglass.

■ **Trainer Effect:** Draw 2 trolls from the bag and place them on any empty foreground spaces.

■ **Trench Master Location:** Rampart.

Effect: Cannon attacks have no effect at this rampart.

PHASE 5: RITUALS

Each ritual has 1 *target* token and 2 *bluff* tokens. Each time a ritual is selected, place up to 3 corresponding tokens on up to 3 different spaces facedown as required by the ritual. The defender does not know which space is the true target.

Rituals trigger when the action/space they are on is used. Flip the token: discard a *bluff* to your supply. *Target* means the ritual is resolved; keep the token on the board until the end of the round.

When the round ends, return all Ritual tokens to your supply. A ritual may be paid for and performed again in future rounds.

■ **Bloodstones Location:** Barrage siege machines (*Ballista*, *Catapult*, and *Trebuchet*). **Effect:** When the target siege machine hits a wall, kill +1 defender unit of your choice.

■ **Demon Location:** Buildings. **Effect:** When the defender performs an action in the building, kill 1 unit in the *Courtyard*.

■ **Gale Location:** Wall sections. **Effect:** Sending defender units or heroes to or from this wall section costs +1 hourglass.

■ **Possession Location:** Unused Hero Order tokens. **Effect:** When the target Hero Order is activated, remove the order from the game without resolving it.

■ **Specter Location:** Wall sections. **Effect:** Defender units killed at the wall section are placed on the foregrounds as invader units of equal strength (replace them with previously discarded invader units).

PHASE 6: MANEUVER AND ORDERS

All remaining units you have not used in previous actions may be sent to attack the stronghold. Any invader units which are on the walls may be issued **orders**. Unused units remain in the supply.

MANEUVERS

You have 2 Maneuver actions: **minor** and **major**. **At least one of the maneuvers has to be performed each round.**

You may perform either maneuver, or both in any order, but may only perform each maneuver action once. Each has to be taken one at a time.

You may move any mix of units from both foregrounds, all the ramparts, as well as from the supply. Units can only move along the paths on the board. Units may only move to a location if there is a space available.

Each foreground may hold a maximum of 10 invader units. Each rampart may hold a maximum of 7 invader units. Units may not enter a foreground or rampart which is full.

The defender receives hourglasses for *Phase 6* actions after all maneuvers are complete and orders are given (not separately after minor and then major Maneuver actions).

You *may not* withdraw units from the walls.

Minor Maneuver Effect: You may move **up to 5 units** from each rampart to attached wall sections, and 5 units from each foreground to connected ramparts.

Additionally, up to 5 units may be moved from the supply to each foreground, for a total of 10 new units on the board.

Major Maneuver Effect: You may move **up to 7 units** from each rampart to attached wall sections, and 7 units from each foreground to connected ramparts.

Additionally, up to 7 units may be moved from the supply to each foreground, for a total of 14 new units on the board.

Move units in the following order:

1. Sap units to the walls
2. Ramparts to the walls
3. Foreground to the ramparts
4. Supply to the foregrounds

The board paths on the bottom right side of the stronghold (defender's view) require units to move through 1 rampart before reaching the outermost rampart. Your units move first from the outermost rampart to a connected wall section, then new units from the previous rampart may move there.

On the right side of the stronghold (defender's view), there is a **marauders** space between the final 2 ramparts. During both the minor and major maneuvers, if you move any unit to the final rampart, add the 1 goblin and 1 orc marauders to the last rampart as a **bonus**, then replace them on the marauders space with the same units from the bag.

ORDERS

You may now give **orders** to units at wall sections. If possible, at least 1 invader unit must carry out the given order. If all units die at a wall section with an order present, remove the order from the game without resolving its effect.

Place Order tokens at the chosen wall section in such a way that there are no doubts which wall section they affect.

Only one of these 2 ways of issuing orders may be used each turn:

Open Order Cost: None. **Effect:** Place 1 Order token faceup at a chosen wall section.

Classified Order Cost: 1 hourglass. **Effect:** Place any number of Order tokens facedown and flip them faceup during the assault. Only 1 Order counter may be placed on each wall section.



Goblin Fury Effect: The strength of each goblin at this wall section is 3. After the assault all goblins here are killed. If the strength of the goblins is enough to win the combat and break into the stronghold, they will do so even if there are no other invader units on that wall section.

If the defender has the advantage on the wall in combat, the affected goblins are removed from the board before your losses are calculated.



Orc Detonation Effect: At least 1 of the orcs detonate. Remove any number of orcs at this wall section. Each orc removed destroys 1 wall component at this wall section. Detonated orcs are removed from the board before the assault is resolved.



Call of the Trolls Effect: If you have a troll at this wall section, order another troll on this side of the stronghold to maneuver. This troll must immediately move 1 step towards the wall section where the order has been given. The *Troll Trap* affects the extra troll as normal.



Bluff Counter Effect: Used to mislead the defender. It does not modify any unit attributes or actions.

THE DEFENDER

Your goal is to **keep the invader from breaching the stronghold for 7 turns**.

- ☐ **Marksmen** (Str 1) ☒ **Soldier** (Str 2) ☒ **Veteran** (Str 3)

After each invader action, you must spend all the hourglasses in your supply, placing them in the spaces next to the appropriate action.

Placing an hourglass on an action's last free space activates that action.

When all the hourglasses are spent, the invader takes his next action. If you receive no hourglasses, the invader starts the next action immediately.

MOVEMENT

Move Units and Heroes Cost: 1 hourglass per move. **Effect:** Any unit or hero can be moved to any free space as follows:

- from a wall section or tower to a connected wall section or tower
- from a wall section or tower to any building or the *Courtyard*
- from a building or the *Courtyard* to any spot on the board

Only marksmen may move into the towers and each tower may only hold 2 marksmen. You cannot move units to the *Forge*, the *Workshop*, the *Scouts*, the *Hospital* or the *Cathedral*.

Heroes may only move on wall sections and to/from the *Courtyard*.

You may move any number of units each turn, and individual units may move multiple times. Discard the hourglasses used to pay for movement actions.

Swap Spaces Cost: 1 hourglass per swap. **Effect:** Instead of moving to a free space, a unit may swap places with another unit in an adjacent space. Heroes may also swap in this manner.

Wall sections on either side of a tower are adjacent, and *Barracks*, *Guards*, and the *Courtyard* are adjacent to all spaces. The two wall sections adjacent to the front gate are not adjacent.

You may move any number of units each turn. Discard the hourglasses used to pay for movement actions.

DEFENSE PLANS

At any time during the game, you may choose to use the **defense plans** chosen at the start of the game. Once used, all defense plans have a negative section that affects you in different ways. Most defense plans are retained for the rest of the game and continue to impact you.

HEROES

The **Warrior** (Strength 2) and **Officer** (Strength 3) heroes affect their wall sections differently. They cannot be killed and are not considered units.

Each may also perform 1 Heroic Order per turn; these do not cost hourglasses and may be used during any Defender phase. Each Heroic Order may only be used once per turn.

- Move 1 unit from the *Courtyard* to a wall section where a hero is present.
- Move any unit to any building (except for the *Guards* and the *Barracks*) and gain 1 hourglass to use on the chosen building.
- Move 1 unit from any wall section, on the same side of the stronghold as the hero, to the *Courtyard*.

DEFENDER ACTIONS

You do not need all the hourglasses necessary to complete a specific action at one time; they may be built up over a series of defender phases or rounds.

Each action may only be performed once per turn unless otherwise noted.

After the round is over, remove all hourglasses used on completed actions.

If there is a *Saboteur* token on a building, it increases the cost of the actions in that building by 1 hourglass. Place the additional hourglass on the building tile's red hourglass space.

Each tower may only have 1 Cannon, Pole, or Bay Window.

BARRACKS

Train Troops Effect: Replace a unit in the *Barracks*: either 1 marksman with 1 soldier, or 1 soldier with 1 veteran. The replaced unit goes back to your supply. Train Troop actions may be used multiple times during a turn. If a new unit can not be placed on an appropriate space in the *Barracks*, the action may not be performed.

CATHEDRAL

Marksmen Blessing Location: One side of the stronghold. **Effect:** During ranged combat, marksmen on this side of the stronghold not engaged in melee combat fire all together at *any* single rampart on this side of the stronghold.

Orders Mix-up Location: None. **Effect:** Discard 1 invader order without revealing it.

Sharpshooters Location: None. **Effect:** Kill 1 invader unit anywhere on the board.

Unearthly Glare Location: Wall section. **Effect:** The assault is not resolved at this wall section. Remove the token at the end of the round.

COURTYARD

The *Courtyard* can hold any number of units and heroes. There are no special actions here: it is simply a holding place for unassigned units.

FORGE

Cannon Location: Tower. **Effect:** During ranged combat, choose the foreground on this side of the stronghold, or the rampart opposite the tower or adjacent to that rampart on this side. Reveal the top card of the defender Hit deck for each cannon and on a hit, kill one of the indicated units (your choice). After all cannons have shot, reshuffle the Hit deck.

Cauldron Location: Wall section. **Effect:** During melee combat, kill invader unit(s): a troll or orc cauldron kills 1 corresponding unit at that wall section; a goblin cauldron kills *all* goblins there.

GUARDS

Tracking Saboteurs Effect: Remove 1 marksman on the *Guards* from the game to remove all Saboteur tokens from the stronghold (return them to the invader).

HOSPITAL

Place all defender units which die this turn in the *Hospital*. At the end of each turn 2 of these units (your choice) recover and are moved to the *Courtyard*. The rest of the units at the *Hospital* go back to the supply.

SCOUTS

Malfunction Location: Ballista, Catapult, or Trebuchet. **Effect:** This weapon may not fire during the next Assault phase. After the phase discard this token.

Spy Location: Invader Action card. **Effect:** The invader must pay +1 unit when activating the card. The Spy may not be placed on *Phase 1* or 6 cards, and stays until the card is exchanged.

Trap Location: Path (place facedown). A maximum of 1 trap may be built on a single path. **Effect:** When the invader moves over a trap reveal it. Target units are affected as follows:

Troll: Kill 1 troll

Goblin: Kill all goblins

Siege Tower: The siege tower cannot move this maneuver (it may move in subsequent maneuvers to take another path).

WORKSHOP

Bay Window Location: Tower. **Effect:** Gain 1 strength at both wall sections adjacent to this tower during melee combat if there is at least 1 marksman in the tower.

Ladder Location: Wall section. **Effect:** +1 defender unit space at this wall section.

Pole Location: Tower. **Effect:** During melee combat, choose 1 wall section adjacent to this tower. Reveal the top card of the defender Hit deck for each pole. On a hit, kill the weakest of the indicated invader units on that wall section. After all poles have been resolved, reshuffle the Hit deck.

Wall Location: Wall section. **Effect:** Place 1 wall component on any wall section. There is no limit to the number of wall components you may have on a single wall section.

THE ASSAULT

Phase 6 ends when the defender spends all his hourglasses. Then the **assault** commences, played in the following stages:

RANGED COMBAT

1. Cannons

The defender selects which foreground or rampart each cannon will fire upon. Turn over 1 Hit card per cannon and check the *Cannon* portion of the card: remove 1 unit of the type indicated.

After all cannons have fired, reshuffle the Hit cards and place them next to the board.

2. Siege Machines

The invader selects a wall section each siege machine will fire upon. Reveal the top card of each Siege Machine deck and resolve all *Hits*. Discard all *Miss* cards and return all *Hit* cards to their deck facedown. Reshuffle all Machine card decks.

3. Marksmen

Marksmen on the walls not currently engaged in melee combat and marksmen in the towers may fire at invader units.

Marksmen on walls fire at the ramparts connected to their wall section by paths. Marksmen in a tower fire at any ramparts opposite the tower.

Every firing marksman adds +1 to the **volley strength** at that rampart.

The **total volley strength** determines the total strength of the invader units killed. The defender chooses which units to kill.

If there are invader units on a given wall section, the marksmen on that section are engaged in melee combat and cannot shoot. Marksmen in towers are never in melee combat.

MELEE COMBAT

1. Cauldrons

The invader removes units killed by each cauldron.

2. Poles

Each pole may attack 1 wall section adjacent to the tower equipped with it.

For each pole, the defender declares which wall section is being attacked, and reveals the top card of the Hit deck. Check the *Pole* section of the card. If a hit is shown, discard the invader unit with the **lowest strength** attacking that wall section. Reshuffle the Hit deck after resolving all attacks.

3. Orders

The invader reveals all Order tokens (if they were facedown) and resolves the effect of each order.

4. Resolve Strength

Both players sum the total strength of their respective units on each wall section.

Invader	Strength Point(s)
<input type="checkbox"/> 1 goblin unit	1 (3 if <i>Goblin Fury</i> order was issued)
<input checked="" type="checkbox"/> 1 orc unit	2
<input checked="" type="checkbox"/> 1 troll unit	3
1 banner	1
Defender	Strength Point(s)
<input type="checkbox"/> 1 marksman unit	1
<input checked="" type="checkbox"/> 1 soldier unit	2
<input checked="" type="checkbox"/> 1 veteran unit	3
1 wall component	1
1 <i>Bay Window</i> with at least 1 marksman on it	1
<input checked="" type="checkbox"/> The Officer	3
<input checked="" type="checkbox"/> The Warrior	2

Melee combat at each wall section is won by the player with the highest total strength. Subtract the losing player's strength from the winning player's total to find the **advantage**.

The losing player must lose units (counted in strength points) **equal to the advantage.** Invader units are killed and removed from the game; defender units are placed in the *Hospital*.

Any time your units are killed as a result of combat or action, your opponent chooses which of your units are killed.

If the advantage is **greater** than the strength of all defender units on the wall, the invader has **breached** the wall (even if there is a wall piece or hero there). The game ends and the invader wins.




END OF THE TURN

Before the next turn begins:

1. Remove all tokens which expire with the end of the turn.
2. The invader removes all units and wood from his Action cards. Remove units from the game; return wood to the wood supply.
3. The defender removes all hourglasses from completed actions.
4. Move the round token 1 space. **The defender now receives 2 hourglasses to use after the first invader action.** The invader begins the new round.

STRONGHOLD

INVADER ACTIONS







 **Goblin** (Str 1)  **Orc** (Str 2)  **Troll** (Str 3)

PHASE 1: SUPPLIES

Briefing Randomly draw **14 units** from the bag and place them in your supply. Add to them **5 wood** from the wood supply pile.

Then, at a cost of 1 hourglass, you may exchange any number of Action Phase cards with those in your supply. *Phase 1* and 6 cards may never be exchanged. Cards of the same Phase number may be rearranged by taking this action.

Resources You may, at a cost of 1 hourglass:

Discard 1 goblin  to gain 1  or discard 1 orc  to gain 2  or discard 1 troll  to gain 3 .

PHASE 2: SIEGE MACHINES

Place the **machine tile** on an appropriate space of your choice. When building the *Ballista*, *Catapult*, and *Trebuchet*, shuffle together 2 *Hit* and 4 *Miss* Machine cards and place them facedown on the machine tile. Max 4 barrage weapons.

Ballista Location: Rampart. **Effect:** May fire at any wall section connected by paths to this rampart. Kills 1 defender and 1 invader unit on the target wall section.

Catapult Location: Rampart. **Effect:** Destroys 1 wall component at a wall section connected by paths to this rampart. If there are none, destroy a Cauldron instead. If there are no Cauldrons, target the tower (removing a *Cannon/Pole/Bay Window* placed there).

Mantelet Location: Rampart. **Effect:** Marksman attacks on this rampart have no effect. Units are not protected from Cannons and the *Sharpshooter* action.

Siege Tower Location: Foreground. Siege Towers move towards the walls. **Effect:** Wall components and Cauldrons are not resolved during a combat where the Siege Tower is present.

Trebuchet Location: Foreground. **Effect:** See Catapult.

PHASE 3: EQUIPMENT



Banner Location: Wall section. **Effect:** +1 melee strength at this wall section.



Bridge Location: Path with no traps on it. **Effect:** The defender may not place traps on this path.



Ladder Location: Wall section. **Effect:** +1 invader unit space at this wall section.



Poison Location: Wall section. **Effect:** If you have at least 1 unit present at this section, 1 marksman at this wall section dies before melee combat.



Sap Location: Wall section. **Effect:** During the Maneuver phase, you may move 1 goblin or 1 orc from your supply to this section.

PHASE 4: TRAINING

Artilleryman Effect: Remove 1 *Miss* card from any Machine card pile and reshuffle.



Quartermaster Location: Rampart. **Effect:** During the Maneuver phase, 1 unit may ignore this rampart and proceed directly to the walls.



Saboteur Location: Building. **Effect:** Actions at this building cost +1 hourglass.

Trainer Effect: Draw 2 trolls from the bag and place them on any empty foreground spaces.



Trench Master Location: Rampart. **Effect:** Cannon attacks have no effect at this rampart.

PHASE 5: RITUALS

Each time a ritual is selected, place up to 3 of its tokens on up to 3 *different* spaces facedown as required by the ritual. When the round ends, return all Ritual tokens to your supply.



Bloodstones Location: Barrage siege machines (*Ballista*, *Catapult*, and *Trebuchet*). **Effect:** When the target siege machine hits a wall, kill +1 defender unit of your choice.



Demon Location: Buildings. **Effect:** When the defender performs an action there, kill 1 unit in the *Courtyard*.



Gale Location: Wall sections. **Effect:** Sending defender units or heroes to or from this wall costs +1 hourglass.



Possession Location: Unused Hero Order tokens. **Effect:** When the target Hero Order is activated, remove the order from the game without resolving it.



Specter Location: Wall sections. **Effect:** Defender units killed at the wall section are placed on the foregrounds as invader units of equal strength.

PHASE 6: MANEUVER AND ORDERS

All remaining units you have not used in previous actions may be sent to attack the stronghold. Any invader units which are on the walls may be issued **orders**.

MANEUVERS

At least one maneuver has to be performed each round.

The defender receives hourglasses for *Phase 6* actions after *all* maneuvers are complete and orders are given.

Minor Maneuver Effect: You may move up to 5 units from each rampart to attached wall sections, and 5 units from each foreground to connected ramparts. Additionally, up to 5 units may be moved from the supply to each foreground, for a total of 10 new units on the board.

Major Maneuver Effect: You may move up to 7 units from each rampart to attached wall sections, and 7 units from each foreground to connected ramparts. Additionally, up to 7 units may be moved from the supply to each foreground, for a total of 14 new units on the board.

Move units in this order:

1. Sap units to the walls
2. Ramparts to the walls
3. Foreground to the ramparts
4. Supply to the foregrounds

ORDERS

You may now give **orders** to units at wall sections. If possible, at least 1 invader unit must carry out the given order. Only one of these 2 ways of issuing orders may be used each turn:

Open Order Cost: None. **Effect:** Place 1 Order token faceup at a chosen wall section.

Classified Order Cost: 1 hourglass. **Effect:** Place any number of Order tokens facedown (only 1 one each wall section) and flip them faceup only during the assault.



Goblin Fury Effect: The strength of each goblin at this wall section is 3. After the assault all goblins here are killed.



Orc Detonation Effect: Remove any number of orcs at this wall section. Each orc removed destroys 1 wall component at this wall section.






Call of the Trolls Effect: If you have a troll at this wall section, order another troll on this side of the stronghold to maneuver. This troll must immediately move 1 step towards the wall section where the order has been given. The *Troll Trap* affects the extra troll as normal.



Bluff Counter Effect: Used to mislead the defender. It does not modify any unit attributes or actions.

STRONGHOLD

INVADER ACTIONS







 **Goblin** (Str 1)  **Orc** (Str 2)  **Troll** (Str 3)

PHASE 1: SUPPLIES

Briefing Randomly draw **14 units** from the bag and place them in your supply. Add to them **5 wood** from the wood supply pile.

Then, at a cost of 1 hourglass, you may exchange any number of Action Phase cards with those in your supply. *Phase 1* and 6 cards may never be exchanged. Cards of the same Phase number may be rearranged by taking this action.

Resources You may, at a cost of 1 hourglass:

Discard 1 goblin  to gain 1  or discard 1 orc  to gain 2  or discard 1 troll  to gain 3 .

PHASE 2: SIEGE MACHINES

Place the **machine tile** on an appropriate space of your choice. When building the *Ballista*, *Catapult*, and *Trebuchet*, shuffle together 2 *Hit* and 4 *Miss* Machine cards and place them facedown on the machine tile. Max 4 barrage weapons.

Ballista Location: Rampart. **Effect:** May fire at any wall section connected by paths to this rampart. Kills 1 defender and 1 invader unit on the target wall section.

Catapult Location: Rampart. **Effect:** Destroys 1 wall component at a wall section connected by paths to this rampart. If there are none, destroy a Cauldron instead. If there are no Cauldrons, target the tower (removing a *Cannon/Pole/Bay Window* placed there).

Mantelet Location: Rampart. **Effect:** Marksman attacks on this rampart have no effect. Units are not protected from Cannons and the *Sharpshooter* action.

Siege Tower Location: Foreground. Siege Towers move towards the walls. **Effect:** Wall components and Cauldrons are not resolved during a combat where the Siege Tower is present.

Trebuchet Location: Foreground. **Effect:** See Catapult.

PHASE 3: EQUIPMENT



Banner Location: Wall section. **Effect:** +1 melee strength at this wall section.



Bridge Location: Path with no traps on it. **Effect:** The defender may not place traps on this path.



Ladder Location: Wall section. **Effect:** +1 invader unit space at this wall section.



Poison Location: Wall section. **Effect:** If you have at least 1 unit present at this section, 1 marksman at this wall section dies before melee combat.



Sap Location: Wall section. **Effect:** During the Maneuver phase, you may move 1 goblin or 1 orc from your supply to this section.

PHASE 4: TRAINING

Artilleryman Effect: Remove 1 *Miss* card from any Machine card pile and reshuffle.



Quartermaster Location: Rampart. **Effect:** During the Maneuver phase, 1 unit may ignore this rampart and proceed directly to the walls.



Saboteur Location: Building. **Effect:** Actions at this building cost +1 hourglass.

Trainer Effect: Draw 2 trolls from the bag and place them on any empty foreground spaces.



Trench Master Location: Rampart. **Effect:** Cannon attacks have no effect at this rampart.

PHASE 5: RITUALS

Each time a ritual is selected, place up to 3 of its tokens on up to 3 *different* spaces facedown as required by the ritual. When the round ends, return all Ritual tokens to your supply.



Bloodstones Location: Barrage siege machines (*Ballista*, *Catapult*, and *Trebuchet*). **Effect:** When the target siege machine hits a wall, kill +1 defender unit of your choice.



Demon Location: Buildings. **Effect:** When the defender performs an action there, kill 1 unit in the *Courtyard*.



Gale Location: Wall sections. **Effect:** Sending defender units or heroes to or from this wall costs +1 hourglass.



Possession Location: Unused Hero Order tokens. **Effect:** When the target Hero Order is activated, remove the order from the game without resolving it.



Specter Location: Wall sections. **Effect:** Defender units killed at the wall section are placed on the foregrounds as invader units of equal strength.

PHASE 6: MANEUVER AND ORDERS

All remaining units you have not used in previous actions may be sent to attack the stronghold. Any invader units which are on the walls may be issued **orders**.

MANEUVERS

At least one maneuver has to be performed each round.

The defender receives hourglasses for *Phase 6* actions after *all* maneuvers are complete and orders are given.

Minor Maneuver Effect: You may move up to 5 units from each rampart to attached wall sections, and 5 units from each foreground to connected ramparts. Additionally, up to 5 units may be moved from the supply to each foreground, for a total of 10 new units on the board.

Major Maneuver Effect: You may move up to 7 units from each rampart to attached wall sections, and 7 units from each foreground to connected ramparts. Additionally, up to 7 units may be moved from the supply to each foreground, for a total of 14 new units on the board.

Move units in this order:

1. Sap units to the walls
2. Ramparts to the walls
3. Foreground to the ramparts
4. Supply to the foregrounds

ORDERS

You may now give **orders** to units at wall sections. If possible, at least 1 invader unit must carry out the given order. Only one of these 2 ways of issuing orders may be used each turn:

Open Order Cost: None. **Effect:** Place 1 Order token faceup at a chosen wall section.

Classified Order Cost: 1 hourglass. **Effect:** Place any number of Order tokens facedown (only 1 one each wall section) and flip them faceup only during the assault.



Goblin Fury Effect: The strength of each goblin at this wall section is 3. After the assault all goblins here are killed.



Orc Detonation Effect: Remove any number of orcs at this wall section. Each orc removed destroys 1 wall component at this wall section.



Call of the Trolls Effect: If you have a troll at this wall section, order another troll on this side of the stronghold to maneuver. This troll must immediately move 1 step towards the wall section where the order has been given. The *Troll Trap* affects the extra troll as normal.



Bluff Counter Effect: Used to mislead the defender. It does not modify any unit attributes or actions.

STRONGHOLD

DEFENDER ACTIONS

■ Marksman (Str 1) ■ Soldier (Str 2) ■ Veteran (Str 3)

MOVEMENT

Move Units and Heroes Cost: 1 hourglass per move. **Effect:** Any unit or hero can be moved to any free space as follows:

- wall section or tower to a connected wall section or tower
- wall section or tower to any building or the *Courtyard*
- building or the *Courtyard* to any spot on the board

Only marksmen may move into the towers. You cannot move units to the *Forge*, *Workshop*, *Scouts*, *Hospital* or *Cathedral*. **Heroes** may only move on wall sections and to/from *Courtyard*.

Swap Spaces Cost: 1 hourglass per swap. **Effect:** Instead of moving to a free space, a unit may swap places with another unit in an adjacent space. **Heroes** may also swap spaces.

HEROES

The **Warrior** ● (Str 2) and **Officer** ● (Str 3) heroes cannot be killed and are not considered units. Each may perform 1 Heroic Order per turn; these do not cost hourglasses and may be used during any Defender phase. Each Heroic Order may only be used once per turn.

- Move 1 unit from *Courtyard* to a wall section where a hero is present.
- Move any unit to any building (except for *Guards* and *Barracks*) and gain 1 hourglass to use on that building.
- Move 1 unit from any wall section, on the same side of the stronghold as the hero, to *Courtyard*.

BARRACKS

Train Troops Effect: Replace a unit in the *Barracks*: 1 marksman with 1 soldier, or 1 soldier with 1 veteran. Train Troop actions may be used multiple times during a turn.

CATHEDRAL

Marksman Blessing Location: One side of the stronghold. **Effect:** During ranged combat, marksmen on this side of the stronghold not engaged in melee combat fire all together at any single rampart on this side of the stronghold.

Orders Mix-up Location: None. **Effect:** Discard 1 invader order without revealing it.

Sharpshooters Location: None. **Effect:** Kill 1 invader unit anywhere on the board.

Unearthly Glare Location: Wall section. **Effect:** The assault is not resolved at this wall section. Remove at the end of the round.

COURTYARD

The *Courtyard* can hold any number of units and heroes.

FORGE

Cannon Location: Tower. **Effect:** During ranged combat, choose the foreground on this side of the stronghold, or the rampart opposite the tower or adjacent to that rampart on this side.

Reveal the top card of the defender Hit deck for each cannon and on a hit, kill one of the indicated units (your choice). After all cannons have shot, reshuffle the Hit deck.

Cauldron Location: Wall section. **Effect:** During melee combat, kill invader unit(s): a troll or orc cauldron kills 1 corresponding unit at that wall section; a goblin cauldron kills *all* goblins there.

GUARDS

Tracking Saboteurs Effect: Remove 1 marksman on the *Guards* from the game to remove all Saboteur tokens from the stronghold (return them to the invader).

HOSPITAL

Place all defender units which die this turn in the *Hospital*. At the end of each turn 2 of these units (your choice) recover and are moved to the *Courtyard*. The rest of the units at the *Hospital* go back to the supply.

SCOUTS

Malfunction Location: Ballista, Catapult, or Trebuchet. **Effect:** This weapon may not fire during the next Assault phase. After the phase discard this token.

Spy Location: Invader Action card. **Effect:** The invader must pay +1 unit when activating the card. The Spy may not be placed on *Phase 1* or *6* cards, and stays until the card is exchanged.

Trap Location: Path (place facedown). A maximum of 1 trap may be built on a single path. **Effect:** When the invader moves over a trap reveal it. Target units are affected as follows:

Troll: Kill 1 troll

Goblin: Kill all goblins

Siege Tower: The siege tower cannot move this maneuver (it may move in subsequent maneuvers to take another path).

WORKSHOP

Bay Window Location: Tower. **Effect:** Gain 1 strength at both wall sections adjacent to this tower during melee combat if there is at least 1 marksman in the tower.

Ladder Location: Wall section. **Effect:** +1 defender unit space at this wall section.

Pole Location: Tower. **Effect:** During melee combat, choose 1 wall section adjacent to this tower. Reveal the top card of the defender Hit deck for each pole. On a hit, kill the weakest of the indicated invader units on that wall section. After all poles have been resolved, reshuffle the Hit deck.

Wall Location: Wall section. **Effect:** Place 1 wall component on any wall section. There is no limit to the number of wall components you may have on a single wall section.

THE ASSAULT (SEE SEPARATE SHEET)

RANGED COMBAT

1. Cannons
2. Siege Machines
3. Marksmen

MELEE COMBAT

1. Cauldrons
2. Poles
3. Orders
4. Resolve Strength

END OF THE TURN

Before the next turn begins:

1. Remove all tokens which expire with the end of the turn.
2. Invader removes all units and wood from his Action cards. Remove units from the game; return wood to the supply.
3. Defender removes all hourglasses from completed actions.
4. Move the round token 1 space. **The defender now receives 2 hourglasses to use after the first invader action.**

The invader begins the new round.

STRONGHOLD

DEFENDER ACTIONS

■ Marksman (Str 1) ■ Soldier (Str 2) ■ Veteran (Str 3)

MOVEMENT

Move Units and Heroes Cost: 1 hourglass per move. **Effect:** Any unit or hero can be moved to any free space as follows:

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THE ASSAULT (SEE SEPARATE SHEET)

RANGED COMBAT

1. Cannons
2. Siege Machines
3. Marksmen

MELEE COMBAT

1. Cauldrons
2. Poles
3. Orders
4. Resolve Strength

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3. Defender removes all hourglasses from completed actions.
4. Move the round token 1 space. **The defender now receives 2 hourglasses to use after the first invader action.**

The invader begins the new round.

STRONGHOLD

THE ASSAULT

Phase 6 ends when the defender spends all his hourglasses. Then the **assault** commences, played in the following stages:

RANGED COMBAT

1. Cannons

The defender selects which foreground or rampart each cannon will fire upon. Turn over 1 Hit card per cannon and check the *Cannon* portion of the card: remove 1 unit of the type indicated.

After all cannons have fired, reshuffle the Hit cards.

2. Siege Machines

The invader selects a wall section each siege machine will fire upon. Reveal the top card of each Siege Machine deck and resolve all *Hits*. Discard all *Miss* cards and return all *Hit* cards to their deck facedown.

Reshuffle all Machine card decks.

3. Marksmen

Marksmen on the walls not currently engaged in melee combat and marksmen in the towers may fire at invader units (marksmen in towers are never in melee combat).

Marksmen on walls fire at the ramparts connected to their wall section by paths. Marksmen in a tower fire at any ramparts opposite the tower.

Every firing marksman adds +1 to the **volley strength** at that rampart. The total volley strength determines the total strength of the invader units killed (defender's choice).

MELEE COMBAT

1. Cauldrons

The invader removes units killed by each cauldron.

2. Poles

Each pole may attack 1 wall section adjacent to the tower equipped with it. For each pole, the defender declares which wall section is being attacked, and reveals the top card of the Hit deck. Check the *Pole* section of the card. If a hit is shown,







discard the invader unit with the **lowest strength** attacking that wall section. Reshuffle the Hit deck after resolving all attacks.

3. Orders

The invader reveals all Order tokens (if they were facedown) and resolves the effect of each order.

4. Resolve Strength

Both players sum the total strength of their respective units on each wall section.

Invader	Strength Point(s)
<input type="checkbox"/> 1 goblin unit	1
(3 if <i>Goblin Fury</i> order was issued)	
 1 orc unit	2
 1 troll unit	3
1 banner	1
Defender	Strength Point(s)
<input type="checkbox"/> 1 marksman unit	1
 1 soldier unit	2
 1 veteran unit	3
1 wall component	1
1 <i>Bay Window</i> with at least 1 marksman on it	1
 The Officer	3
 The Warrior	2

Melee combat at each wall section is won by the player with the highest total strength. Subtract the losing player's strength from the winning player's total to find the **advantage**.

The losing player must lose units (counted in strength points) equal to the **advantage**. Invader units are killed and removed from the game; defender units are placed in the *Hospital*.

Any time your units are killed as a result of combat or action, your opponent chooses which of your units are killed.

If the advantage is **greater** than the strength of all defender units on the wall, the invader has **breached** the wall (even if there is a wall piece or hero there). The game ends and the invader wins.

STRONGHOLD

THE ASSAULT

Phase 6 ends when the defender spends all his hourglasses. Then the **assault** commences, played in the following stages:

RANGED COMBAT

1. Cannons

The defender selects which foreground or rampart each cannon will fire upon. Turn over 1 Hit card per cannon and check the *Cannon* portion of the card: remove 1 unit of the type indicated.

After all cannons have fired, reshuffle the Hit cards.

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The invader selects a wall section each siege machine will fire upon. Reveal the top card of each Siege Machine deck and resolve all *Hits*. Discard all *Miss* cards and return all *Hit* cards to their deck facedown.

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MELEE COMBAT

1. Cauldrons

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2. Poles

Each pole may attack 1 wall section adjacent to the tower equipped with it. For each pole, the defender declares which wall section is being attacked, and reveals the top card of the Hit deck. Check the *Pole* section of the card. If a hit is shown,







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